



Basketball Scoresheet Sample

Instructions for use:

1. Print pages 2 & 3 of this document.
2. Ideal paper size is 8.5 x 14 ('legal' paper). If you want to print on 'letter' size paper (8.5 x 11), click File → Print → Print Properties → change paper size to print on 8.5 x 11 → Print.
3. Print on either cardstock paper or laminate the printout to protect it.
4. Make available to your scorekeepers by leaving it on the scoretable during games.
5. Feedback on its usefulness or suggestions for improvement can go to info@basketballmanitoba.ca.

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League / Tournament Regular Season Division / Level Varsity Boys Game # 2 Game Time 11:00 am Male ☒ Female ☐
Location Northern High School Court West Date Saturday November 1 Referee Jack Boorman
Winning Team Southern Collegiate Final Score 100 to 95 Umpire Stephanie King

HOME	Time	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66
<u>Northern High</u>	Outs	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66
<u>Southern Coll</u>	Outs	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66

HOME <u>White</u>				HOME SCORE				VISITOR <u>Black</u>				VISITOR SCORE			
Uniform Number	PLAYER'S FULL NAME	I	N	Player Fouls	FIRST HALF 1st Period	2nd HALF 2nd Period	TOTALS	Uniform Number	PLAYER'S FULL NAME	I	N	Player Fouls	FIRST HALF 1st Period	2nd HALF 2nd Period	TOTALS
2	John Macintosh	✓	"	"	200	03	13	3	Stephen Jeffries	✓	"	"	22	00	22
4	Tony Smith		"	"	22	00	12	4	Jordan Harrison		"	"	2	00	2
5	Ryan Jones	✓	"	"	2	22	9	5	Paul S. Jones	✓	"	"	002	2	3
10	Jason Anderson	✓	"	"	22	00	9	7	John R. Jones	✓	"	"	2	222	00
11	Rob Francis		"	"	2	00	2	9	John R. Jones		"	"	22	2	2
12	Kelly Johnson		"	"	22	2	2	11	Alan Webster		"	"	0000	22	7
13	Karin Simpson		"	"	00	00	1	12	Victor Rueben	✓	"	"	222	222	16
14	Steven Thompson		"	"	2	22	6	13	Justin Norton		"	"	2	2	2
15	Darren Stevenson		"	"	22	2	11	14	Mike Krueger		"	"	2	2	5
20	Randy Gordon		"	"	22	2	8	20	Robert Peterson	✓	"	"	222	222	14
21	Jesse Donaldson		"	"	22	00	2				"	"			
22	Peter Hendricks	✓	"	"	2	22	9				"	"			
Coach	Gerry Simpson			7				Coach	Tom Webster						
TEAM TOTAL					30	17	23	TEAM TOTAL					30	27	100

HOME TEAM FOULS	1st Period	2nd Period	3rd Period	4th Period	2nd Half Poss.	Black	VISITOR TEAM FOULS	1st Period	2nd Period	3rd Period	4th Period
	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5				1 2 3 4 5	1 2 3 4 5	1 2 3 4 5	1 2 3 4 5

Signature of: Scorer Tony Peters Signature of: Referee Jack Boorman
Timer Bev Francis Umpire Stephanie King

1. Always mark the running score first
2. Mark made freethrows as "X" and "O" for missed
3. Mark 2-pt. "field goals" as "2" & 3-pt. "field goals" as "3"
4. Mark Personal Foul as "P" 5. Mark Technical Foul as "T"



BASKETBALL MANITOBA

Minor Officials Quick Reference Guide



SCORECLOCK OPERATOR

1. Game Times.

STOPPED TIME (game clock stops at every whistle)

- Varsity / Juvenile Club (Rising Stars): 4 x 10 minute quarters; 5 minute overtime if necessary
- Junior Varsity: 4 x 8 minute quarters; 4 minute overtime if necessary
- Junior High / Middle School: 4 x 8 minute quarters; 4 minute overtime if necessary
- Midget Club or younger (Rising Stars): 4 x 8 minute quarters; 4 minute overtime if necessary

RUNNING TIME (game clock runs throughout game including timeouts)

- Community Club: 1st Half – 25 min 'running' time; 2nd Half – 22 min 'running' time; last 2 minutes being 'stopped' time.

2. **Clock Operation.** In 'stopped' time situations, start clock as referee drops hand (watch the referee that hands the ball into play) and stop clock at sound of all whistles - keep clock running after a score except if a field goal is scored in the last 2 minutes of the 4th quarter and the last 2 minutes of any overtime period including when the team scored upon requests a timeout. Keep hand on clock switch at all times.

3. **Possession Arrow.** Point possession arrow to the basket of the team that loses the jump ball. Switch "possession arrow" after every jump ball situation.

4. **Scoring.** Indicate on the scoreboard one (1) point for every made free throw; two (2) points for every made field goal; three (3) points for every made 3-point field goal - watch the referee's hands for what each shot is worth.

5. **Timeouts.** Are requested through the scoretable. Granted to requesting team at the next whistle or if the requesting team is scored upon. Two (2) one minute timeouts in the first half; three (3) one minute timeouts in the second half per team. One (1) timeout per team per overtime period. No carryovers. Community Club games see two (2) one minute time outs for each team. None in the last five minutes. Sound the horn with 10 sec remaining in the 1 minute timeout.

6. **Quarter Breaks.** One to two minutes break (ask local host). Sound the horn with 30 sec remaining in the quarter break. Reset all bonus lights, team fouls.

7. **Halftime.** Five (5) to ten (10) minutes. Ask game host. Reset all bonus lights, team fouls.

8. **Overtime.** Games using 4 x 10 min quarters will use a five (5) minute overtime period; games using 4 x 8 min quarters will use a four (4) minute overtime period. One (1) minute break heading into each overtime period. The 4th quarter bonus situation carries over into all overtime periods.

Communicate with "scorer" at all times to ensure game score is correct

SHOTCLOCK OPERATOR

When a shot clock is being used in a game, the time shall be set at 24 seconds.

Start the Clock whenever a team gains control of a live ball on the playing court.

1. Stop the clock when...

- An official blows his whistle for a foul or violation.
- A ball on a shot for a field goal or on a pass enters the basket.
- A shot for a field goal touches the ring unless the ball lodges on the basket support.
- The game is stopped because of an action connected with the team not in control of the ball.
- The game is stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.

2. **Reset the clock** to twenty-four (24) seconds with the display visible and restarted as soon as a team gains control of a live ball on the playing court. Note that the mere touching of the ball by an opponent does not start a new twenty-four second period if the other team remains in control of the ball.

3. **Stop clock, but NO reset** when the same team that previously had control of the ball is awarded a throw-in as a result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A jump ball situation.
- A double foul.
- A cancellation of equal penalties against the teams. 50.4 Stopped,

4. **Turn the clock off** when a team gains control of a live ball on the playing court, and there are fewer than twenty-four (24) seconds remaining on the game clock in any period. Also note that the twenty-four second device signal does not stop the game clock or the game, nor cause the ball to become dead, unless a team is in a control of the ball.

SCORESHEET

1. **Team Rosters.** Have coaches complete the game rosters - full names and numbers! Include date, time & location (see reverse side for a sample).

2. **Scoring.** Mark running score first with a slash " / " mark. Mark individual score second; "2" for a two-point score - "3" for a three-point score - full or empty circles to indicate made or missed free throws (1 point each)

3. **Personal Fouls.** Record personal fouls as "I" in 'player fouls' box next to the corresponding name - 5 personal fouls = disqualification.

4. **Technical Fouls.** Marked as "T" - go towards personal and team foul totals. Mark coach's 'T's' next to their names

5. **Timeouts.** Are requested through the scoretable. Granted to requesting team at the next whistle or if the requesting team is scored upon. Record all time outs on sheet next to team's name. Two (2) one minute timeouts in the first half; three (3) one minute timeouts in the second half per team. One (1) timeout per team per overtime period. No carryovers. **Community Club** games see two (2) one minute time outs for each team. None in the last five minutes.

6. **Team Bonus.** After team reaches five (5) team fouls per quarter, other team is in 'double bonus' (2 shots). Notify referee by sounding horn. All team fouls reset going into the next quarter.

7. **Quarter and Halftime Breaks.** Indicate what quarter and halftime scores are; separate 1st half team fouls by drawing long line down 'fouls' column; draw long 'squiggle' line down 1st half score box to prevent marking of 2nd half stats in 1st half columns.

8. **Overtime.** Time-outs DO NOT carry over to the overtime period(s). Teams receive one timeout per overtime period (no carryover).

9. **End of game.** Total all scores and write in "winning team" and "final score"; total all the individual points; home team / tournament host keeps original white copy, give yellow to "winning team" and pink to "losing team".

Communicate with "timer" at all times to ensure game score is correct

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